INSTRUCTION MANUAL

MAKE•MY•VIDEO™

SEGA MUSIC VIDEO GAME™

INXS

SEGA™

WELCOME TO THE NEXT LEVEL™

RECOMMENDED FOR AGES 12 & UP

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Combining Special Effects

Using six or more special effects simultaneously may cause the music to skip intermittently and may also result in an undesirable video image.

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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INXS: Rock, Soul, Funk or Pop?

What makes a great band great? One thing we know is that great bands are always unique — they defy categorization.

This defiance definitely seems to be the case with one of the top bands of the nineties, *INXS*. Some say they're rock, soul, funk and pop all fused together into one irresistible sound. Their killer rhythms and memorable melodies don't just appeal to one group, but to *many*.

Now if you don't believe us, wait until you play ***EditChallenge*** in your new *INXS* Make My Video. See, you'll meet all kinds here: mall rats, a nerd, poets and more. And they're all into *INXS*. But all for different reasons. Which is why they're looking for different things in an *INXS* video.

That's where ***you*** come into the picture. Here's why: each group wants you to make the video that's in *their* head. So you have to listen (and watch) carefully. Then try and come as close as you can to their expectations.

It's fun. It's frantic. And truly fascinating. But ***EditChallenge*** is not the *only* way to play. You can also choose ***U-Direct***. In this mode you make the video that's in *your* head. And you can take as much time as you like to do it.

Either way you're the producer, director, editor and creator of the next new *INXS* video. So welcome to the electrifying world of rock videos — wherever you are . . .

Starting Up

Get ready to make your very own *INXS* video. Here are the very first steps:

1. Set up your Genesis™ and SEGA CD systems and plug in control pad # 1.
2. Turn on your TV or monitor and then turn on your SEGA Genesis.
3. Press RESET to open the SEGA CD tray as requested on the screen.
4. Place your MAKE MY VIDEO *INXS* CD into the CD tray — label side up — and press START.
5. Press START as requested when you see the SEGA CD logo. Then watch the credits.
6. To bypass the credits press START to view the opening sequence. To bypass the opening sequence, press START again.

note: If the CD is already in the machine when you turn it on, the game will begin automatically after a few moments.

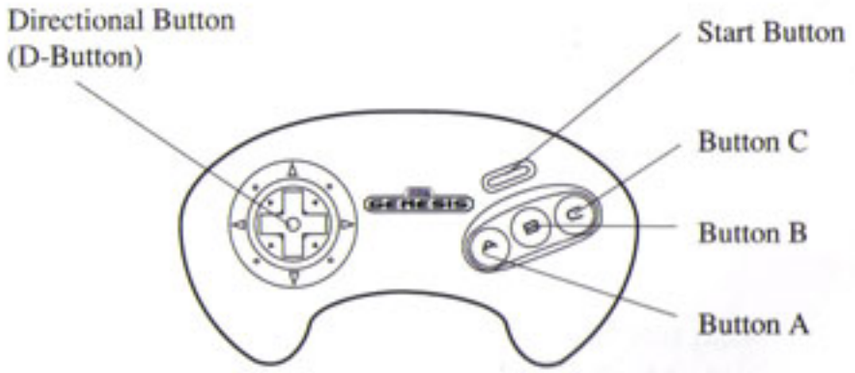
Handling Your Compact Disc

- The SEGA CD™ Compact Disc is intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Disc in its protective case.

For gameplay help,
call 1-415-591-PLAY

QUICK CONTROL FIX

Your SEGA CD Player uses the same controls you'd use in SEGA Genesis games. So to get you going right away, here's all the controller stuff. But to thoroughly understand the game, keep going through this manual.



The Start Button

- Starts/Pauses/Resumes game
- Begins EditChallenge game with a randomly selected song. (See *Pick your Song*, page 8.)
- Selects highlighted menu options

Button A:

- Edits images from the A SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the A SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Starts an EditChallenge game with the characters shown and the song *Heaven Sent*.

Button B:

- Edits images from the B SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the B SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Starts an EditChallenge game with the characters shown and the song *Not Enough Time*.

Button C:

- Edits images from the C SCREEN into your video. (See *Scenes on the Screen*, page 14.)
- When the C SCREEN is currently selected, QUICK CANCELS all effects already chosen.
- Starts an EditChallenge game with the characters shown and the song *Baby Don't Cry*.

Up/Down D-Button:

- Cycles menu selections
- Cycles through all the special effects options. (See *Special Effects*, pages 15-17.)

Right/Left D-Button:

- Jumps from scene to scene when you're selecting characters in EditChallenge. It's a fast way to get to the group you want without listening to all the dialogue.
- Applies selected special effect to chosen image on the top screen. (See *Special Effects*, pages 15-17.)
- Rewinds or fast forwards you through your video in U-Direct.

Buttons A, C and Start Simultaneously:

- Takes you to the Options/Help menu where you can get help, choose ways to play, or select other options. See *Options/Help Menu*, page 10.

  note: If you're in U-Direct, pressing **Buttons A, C** and **START** simultaneously will take you to the U-Direct menu.

Buttons A, B, C and Start Simultaneously:

- Resets game

TAKE YOUR PICK

Two Ways to Go

This MAKE MY VIDEO: *INXS* CD gives you two unique ways to play. (And you can count on many variations within each way.) The two main ways to play are:

1. EditChallenge

and

2. U-Direct

About EditChallenge

EditChallenge is a game you play with the characters on the screen. First you pick the characters you want to play with. (See *Make Your Choice*, page 8). Then you listen closely to what they tell (and show) you.

These friends of yours on the screen give you clues about the kind of *INXS* video *they* would like to see. Then you try to make a video using their clues and/or favorite images.

The more clues you use, the better you do. When you've finished editing your video (we'll tell you more about editing later), it gets played back. If your friends on the screen like it, they reward you. If not, they give you a chance to try again.

It's like really fun. And you can be sure it's a real *challenge*. And one more thing: your time is limited, so don't waste it. (For more details on playing, see *EditChallenge*, pages 8 to 11.)

To select EditChallenge, don't do anything at first. The program will automatically go into the opening sequence in which you'll be asked to pick characters.

From a set-up screen press the **D-pad RIGHT** or **LEFT** to cycle through characters for an **EditChallenge** game. Or press **START, A** and **C** simultaneously to go into **U-Direct** mode.

About U-Direct

Let's say you want to get really creative. You've got this idea (*your own* idea) of what an *INXS* video should be about. And you don't want to play any games. That's when you choose U-Direct.

In U-Direct you always pick your own song. And you can take as long as you like to create your video. In fact, if you don't finish before it's time for dinner (or worse: your homework), you can save what you've done and get back to it later. (See *Save Edit* and *Load Edit*, page 13.)

Plus, if you do a video you're really proud of, you can save it and replay it for your friends. Of course that's pretty risky. Because after they get done commenting on it, you may wish you never made it. But then what are friends for?

For more details on everything you can do (and how to do it) in U-Direct, see pages 12 and 13.

To choose U-Direct, press **Buttons A, C** and **START simultaneously** to get to the OPTIONS SCREEN. Then highlight **U-Direct** and press **START**.

note: If you're already in U-Direct, you'll go directly to the U-Direct menu, bypassing the *OPTIONS/ HELP MENU*.

EDIT-CHALLENGE

Playing EditChallenge is kind of like, well, like partying really. You start out in "XS Club" where you meet all these different people who like to talk about life, love, and of course, INXS videos. And they all have different ideas about what an *INXS* video should be about.

First you'll meet these two girls who control the pool table — at least until someone can make the ultimate *INXS* video. And then there's all these characters who'll give you clues to making the ultimate *INXS* video. Naturally, they all have different ideas. And it's up to you to choose whose video you want to make. If you make it right, they *love* you! (If you don't, they don't love you so much.)

The surfers, Ted and Gomez, may ask for watery stuff. The nerd, Poindexter, asks politely for intellectual stuff. The bikers, Flo and Tiger, go for leather, chains, reptiles, insects and hot bikes. And as for Fly, the loner, there's no telling *what's* on his mind.

Make Your Choice

You are automatically shown all four sets of characters in the beginning. Press **START** or **Buttons A, B** or **C** when the characters you want are shown. To cycle quickly though sets of characters, press the D-pad RIGHT or LEFT.

If you don't make any character choices, you'll be given a second chance to pick characters. If you miss that chance, you'll go to the OPTIONS SCREEN.

Pick Your Song

To pick a particular song, press **Buttons A, B** or **C** when choosing your characters *instead of pressing START*. If you *do* press START, you'll be given a song at random. Here's which buttons pick which songs:

Heaven Sent	Button A
Not Enough Time	Button B
Baby Don't Cry	Button C

Press START when you see these guys to get your video hints from surfers.

Press START when you see Poindexter to make a serious video. He has some major ideas.

Press START when these female bikers appear to find how heavy *they* want their video.

Want to make something really romantic? Press START when you see The Fly. Then listen (and watch!) for his clues.

Listen Up
Listen to what your friends on the screen tell you. They're not jiving when they tell you what they want! Their words (and pictures!!!) hold the keys to your success.

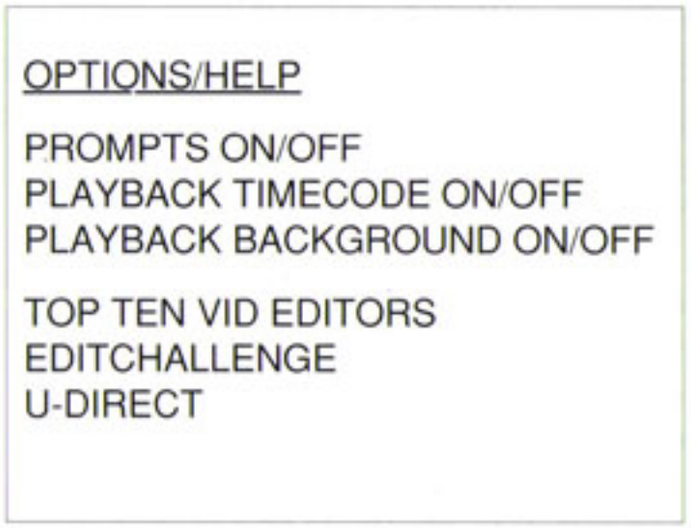
Edit
After you've listened to and looked at all the clues, you automatically begin editing. This is where you pick your images, apply your special effects and, well, make your video! (See *Scenes on the Screens*, page 14, and *Special Effects*, pages 15 to 17, for details on editing.)

Playback and Feedback
You finish making your video when the song is over. Then you get to watch the playback. So do the characters you picked. They'll give you feedback which ranges from great to not-so-great to almost unmentionable.

If they didn't like it, don't take it too hard. You get a chance to do it over.

To redo your video, press START after the feedback.

Options/Help Menu
You can go to this menu at any time during EditChallenge. To do so, press **START**, **A** and **C** simultaneously. Here's what's on the menu:



To select an option, highlight the option using the **UP/DOWN D-pad**. Then press **START**.

Prompts On/Off
This turns the prompts in the opening sequence on and off. To do this, highlight this option and press **START**. The words ON or OFF will appear to the right of this option.

Playback Timecode On/Off
This turns the timecode on and off during playback. Press **START** to turn this option on and off. It's on when ON is shown; it's off when OFF is shown.

Playback Background On/Off
During playback there is a patterned background behind the screens. If you get tired of looking at it, you can turn it off. To do this, press **START** when this option is highlighted. When you see OFF, it's off. When you see ON, the background is ON.

Top Ten Vid Editors
This is a list of the top ten editors who've ever played EditChallenge. Only players with excellent feedback will be asked to enter their names.

If you get asked, use the **D-pad** to select the letters in your name. Then press **Button A**, **B** or **C** to input each letter. When your name is as you want it, press **START**.

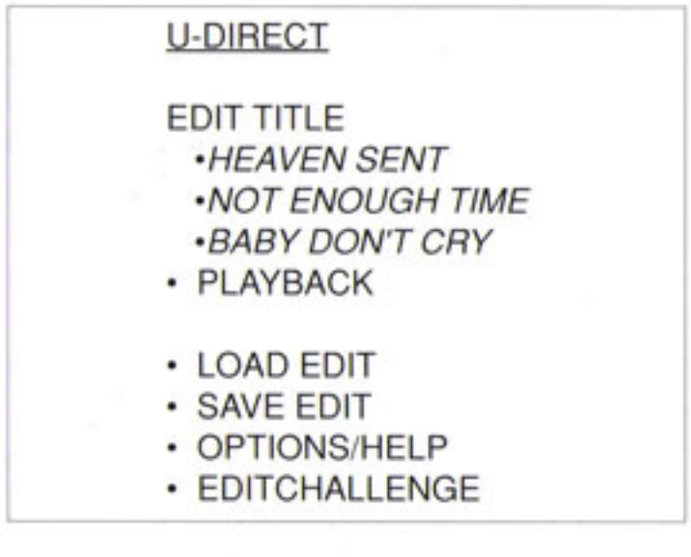
EditChallenge
Select this if you want to start a new EditChallenge game.

U-Direct
Select this to go to the U-Direct menu where you will select a song to start creating your own video.

U-DIRECT

In U-Direct you do whatever you want to do and take as long as you like.

To go into U-Direct, press **Buttons A**, **C** and **START simultaneously** to get to the *OPTIONS/HELP MENU*. (See *OPTIONS/HELP MENU*, page 10.) Then select **U-Direct** by highlighting it and pressing **START**. You'll then see the U-Direct menu with these options:



Making Menu Selections

To select any of the options from the above menu, highlight your selection by pressing the **D-pad UP** and **DOWN**. When the option you want is highlighted, press **START**.

Edit Title

Use the **UP/DOWN D-pad controls** to highlight the title of the song you want to edit. Then press **START** to begin editing.

Editing

Editing here is just like editing in **EditChallenge**, except that you can redo edits.

To redo edits, first PAUSE by pressing **START**. Then press the **D-pad LEFT** or **RIGHT** to move backward or forward through the timeline. To jump forward or backward faster, press the **LEFT** or **RIGHT D-pad** twice. Press **START** again to UNPAUSE and continue editing.

Playback

To playback the last video you edited, select PLAYBACK from **U-Direct** menu. You can even playback partially completed videos to see how it's going.

Load Edit

To load a saved video, select this option. The name of the video saved in backup RAM will appear to the right of this option. If no video has been saved, this load feature will be disabled.

Save Edit

Select this menu item to save your U-Direct video so you can complete it later or view it at another time. Before saving an edited video make sure you have either formatted the Sega CD BACKUP RAM or erased any previously saved file. If you do not do this, you will get a SAVE FAILED message when you try to save a video to BACKUP RAM.

To format your BACKUP RAM or to erase any previously saved games, choose "OPTION" from the Sega CD main menu. (For more details on "THE OPTION MENU" please refer to your Sega CD hardware manual.)

Once your BACKUP RAM is formatted or erased, you can save one INXS video at a time. You can also move videos between BACKUP RAM and the SEGA RAM cartridge. (See your hardware manual for details on this procedure.)

The INXS video you save will overwrite any INXS video you have previously saved in the BACKUP RAM. Each new video you save will have a name so that you can identify it. The name will be displayed to the right of the Save Edit option.

Options

This takes you to the *OPTIONS/HELP MENU* where you can turn features on and off, view the Top Ten Vid Editors or switch to EditChallenge.

EditChallenge

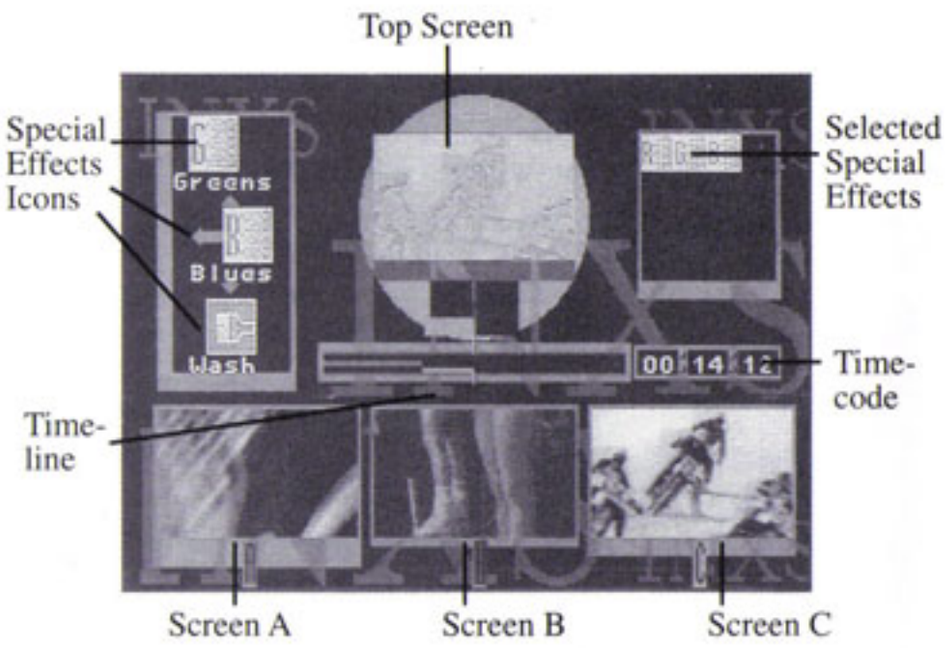
Select this to begin a game of EditChallenge.

Scenes on the Screens

That top screen is where it's all happening. That's where whatever scene you choose shows up. The three bottom screens are the ones you choose from.

See those little boxes in the upper left corner? The ones with the pictures in them? Those are your special effects. (More on them on pages 15 through 17.)

The box in the upper right corner tells you which special effects you're using. (You can use several at a time, but some effects cancel each other out.) The timer tells you how long your video is running. The time-line shows you how much of each screen you've used.



Professional music video editors have it. And now so do you. What you have is lots and lots and lots of video scenes to choose from, edit in and play with.

Some scenes are real out there. Others are down to earth. Some are silly (like the cartoons). Others are scary (like the vintage horror stuff). Some are under-water. Some are in the clouds. They're all awesome.

To Edit-In Scenes

What you do (and it doesn't matter which way you're playing) is punch in the scenes by pressing **Buttons A, B** and **C.** Each time you press a new button, the scene corresponding to that button will be cut into your video and shown on the top screen.

Special Effects

There are 16 special effects you can use. Plus you can combine them to create even more effects. However, combining more than six effects at a time may cause the music to skip intermittently and could result in an undesirable video image.

- **To select a special effect,** press the **D-pad UP** or **DOWN** until the desired effect is inside the four arrows. Then press the **D-pad RIGHT** or **LEFT** to activate one of the two versions of that effect.
- **To cancel an effect,** press the **D-pad RIGHT** or **LEFT** to center the icon. Or select the **CANCEL** icon.
- **To QUICK CANCEL,** press the button corresponding to current scene (**Button A, B** or **C**).

Slice

This slices the scene horizontally. With these effects:

Left: Every other stripe is a mirror image.

Right: Three fourths of every stripe is mirrored.

Dice

Like slice. Except for one major difference: the bands cut vertically.

Left: Images reverse top to bottom in every other strip.

Right: Breaks scene into shifting stripes.

Flip

Flip the whole screen upside down. Or just half of it.

Left: Flips the whole thing.

Right: Flips just the left half.

Mirror

You can mirror half of it. Or all of it.

Left: Does the whole thing

Right: Does just the top half.

Mixer
Makes everything all mixed up. Like pieces of a puzzle.

Left: Real mixed up.

Right: Incredibly mixed up.

Strobe
Lights on and off. You know the effect. It sizzles!

Left: Every other frame is white.

Right: Every other frame is black.

Slow
They should have called it slow motion. You get the p-i-c-t-u-r-e . . .

Left: Slowed down.

Right: Way slowed down.

Freeze
The freeze frame. It turns the scene into a still photo.

Left and Right both freeze but effect is temporary.

Cancel
Use this to turn off all effects currently on.

Lyrics
Posts lyrics across the bottom of the image.

Left: Lyrics can be cancelled with the CANCEL icon or with QUICK CANCEL.

Right: Lyrics remain even when other effects are cancelled by the CANCEL ICON or by QUICK CANCEL.

Grays
Like a black and white photo. Shades of gray.

Left: A positive image.

Right: A negative image.

Reds
Tints the screen red. With green makes yellow.

Left: A positive image.

Right: A negative image.

Greens
Turns everything on the screen green. Mixes well.

Left: A positive image.

Right: A negative image.

Blues
Gives your screen the blues. Try mixing with red.

Left: A positive image.

Right: A negative image.

Wash
Colors are randomly changed. You can make out the images, but the colors have been altered.

Left: Wild colors all over.

Right: Even more wild colors all over.

BigPix
Stands for Big Pixels. You know, those computer-generated squares?

Left: Big pixels.

Right: Really big pixels.

Smear
Like BigPix, kind of. But pixels are smooshed.

Left: Smooshed.

Right: Really smooshed.

HEAVEN SENT

Your eyes are like deep wells of desire
Once in your arms I'm on fire
You were sent girl so perfectly true
Changing my life
Now I'm a survivor

Heaven sent
That's what I call you
Heaven sent
That's what I call you

Late at night when the evening fire has died
There's a look in your eye
Seductive images fly

Heaven sent
That's what I call you
Heaven sent
That's what I call you

One day you'll see what angels can see
Dressed in black if she comes back
I think I'll lose my mind

Tuesday she works
In the library uptown
Some useful knowledge
Can always be found
Don't burn the library
Till you've read all the books
Sometimes in life
You get a second look

Heaven sent
That's what I call you
Heaven sent
That's what I call you

Heaven sent
That's what I call you
Heaven sent
Heaven sent
Heaven sent
Heaven sent

Heaven sent

Written by: A. Farriss
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WELCOME TO WHEREVER YOU ARE.

Music Video Credits
Truism Presents *Heaven Sent*
Director: Richard Lowenstein
Producer: Michele Bennett
Cherub Pictures

NOT ENOUGH TIME

And I was lost for words
In your arms
Attempting to make sense
Of my aching heart
If I could just be
Everything and everyone to you
This life would be just so easy

Not enough time for all
That I want for you
Not enough time for every kiss
And every touch and all the nights
I wanna be inside you

We will make time stop
For the two of us
Make time stop
And listen for our sighs

Not enough time for all
That I want for you
Not enough time for every kiss
And every touch and all the nights
I wanna be inside you

In our fight against the end
Making love we are immortal
We are the last two left on earth
And I was lost for words
In your arms
Attempting to make sense of
My aching heart
If I could just be everything
And everyone to you

Not enough time for all
That I want for you
Not enough time for every kiss
Not enough time for all my love
Not enough time for every touch

Not enough time for all
That I want for you
Not enough time for every kiss
And every touch and all the nights
I wanna be inside you

Written by: A. Farriss/M.Hutchence
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WELCOME TO WHEREVER YOU ARE.

Music Video Credits
Truism Presents *Not Enough Time*
Director: Howard Greenhalgh
Producer: Megan Hollister
Editor: Duncan Shepard
Why Not Films

BABY DON'T CRY

Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry

When you're down and confused
Nothing seems right
And it's you who decides
Who's going to make it right

Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry

Well life ain't no joke
But it's good when you smile
Steal everything
But you won't get far

Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry

Sometimes you will fall
What cha gonna do?
Give your friend a call

Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry

We know that you can smile
Even though it takes a while
To lose your fears and say
Gonna lose your fears and say

Baby don't cry
Baby don't cry
Baby don't cry
Baby don't cry

Do you know who you are
And where you're going to
Don't you know that love
Gonna pull you
Gonna pull you through baby

Baby don't cry
(17 times)

Written by: A. Farriss
© 1992 Polygram Music Publishing; #82394,
WELCOME TO WHEREVER YOU ARE.

Music Video Credits
Truism Presents *Baby Don't Cry*
Director: Paul Boyd
Producer: Michael Kahn
Black Dog Films

HIP HINTS FOR HOT VIDEOS

- In EditChallenge, listen closely to the clues — some are more cryptic than others.

- Keep your eyes on all three lower screens all the time. You have to punch fast to mix in or avoid certain scenes.

- It's great to combine effects. But don't try to use too many effects at once. You could end up with a total blur.

- When playing EditChallenge, time is of the essence. So use the QUICK CANCEL method of cancelling effects. (See page 15.)

- For a wild kaleidoscopic effect, try combining horizontal effects (slices and mirrors) with vertical effects (dices and flips).

- In EditChallenge, what people want you to leave out is as important as what they want you to leave in.

- Not all clues in EditChallenge are verbal. Sometimes they *show* you what they want. So listen *and* look.

- If you want to stop in the middle of a U-Direct editing session — and you don't want to lose all your great creative work — press **Buttons A, C** and **START simultaneously** to go to the U-Direct menu and select SAVE EDIT.

CREDITS

DIGITAL PICTURES TEAM

Executive Producers:	Martin Erlichman Tom Zito
Original Concept by:	Ken Melville Tom Zito
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Computer Graphics by:	Cuyler Gee
Computer Programming by:	Ken Soohoo
Produced by:	Amanda Lathroum Tim Tennant
Directed by:	Ken Berris

SEGA TEAM

Producers:	Jon Correll Kent Russell
Product Manager:	Pamela Kelly
Lead Tester:	Ivan Foong

CAST

Layla	Jamie Zozzaro
Joey	Allison Barron
Ted	Scott Menville
Gomez	Jason Majik
Flo	Dorit Saver
Tiger	Michelle Clunie
Fly	Nicholas Read
Poindexter	Joseph Foss

MANUAL

Written by:	Paula Polley

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the SEGA-CD Compact Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number: **1-800-USA-SEGA**.

DO NOT RETURN YOUR SEGA-CD COMPACT DISC TO YOUR RETAIL SELLER. Return the Compact Disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective Compact Disc to us. The cost of returning the Compact Disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your SEGA-CD Compact Disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Compact Disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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